U/SNS-AEOE-USA

SECRET of EVERMORE™

SQUARESOFT®

INSTRUCTION BOOKLET

KIDS TO ADULTS
AGES 6+

SUPER NINTENDO ENTERTAINMENT SYSTEM

SQUARESOFT®

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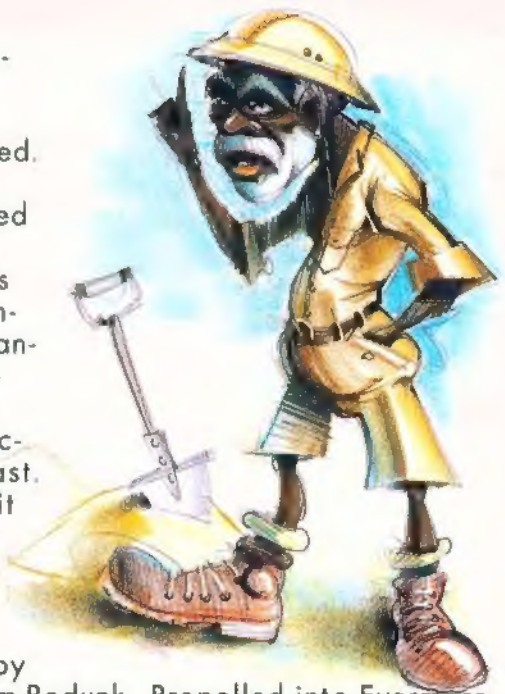
THE QUEST

After years of research and many failed attempts, Professor Sidney Ruffleberg finally did it! With one brilliant shot of electricity, he successfully catapulted himself and his friends into a fantasy world of their own design. He called the world "Evermore" and watched

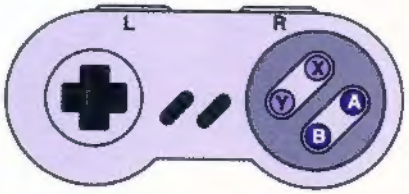
over it from a futuristic city, floating high above the ancient lands. What the professor didn't know was that a sinister force has been working against him from the beginning. This entity would quickly make the world of Professor Sid's dreams into a nightmare from which there would be no escape. In the real world, the disappearance of the professor and his friends went largely unnoticed. Years after the spark that sealed the fate of the scientist and his friends, the mansion was an abandoned, deteriorating heap—a mysterious structure from the past. And a mystery it would have remained if it weren't for the adventuring instincts of a boy and his dog from Podunk. Propelled into Evermore without as much as a warning, they find a world that has gone from a fantasy-born utopia to a dream turned upside-down. With his wits, weapons and will the boy finds adventure, and the dog sniffs out everything else.



Seek out the leaders of the lands of Evermore. They alone can help you unravel the mysteries of the land. Discover the secret of Evermore or you will never see Podunk again.

THE CONTROLLER

To succeed in the worlds of Evermore you will need to have complete control over the hero and his dog. Some buttons have more than one function, depending on your situation.



	Press the Control Pad in the direction you would like to walk. When a Ring Command menu is displayed, push the Control Pad left or right to spin the Ring one way or the other, and up and down to switch Rings.
X	Press X to open the Ring Commands for the character you're not controlling.
Y	Press Y to open or close the Ring Commands for the character you are controlling. Use Y to end conversations. Also use Y when you want to pause the game.
A	After you receive the Jaguar Ring, press and hold the A Button to run. As you run your power meter will slowly deplete.
B	The B Button controls a number of different actions: talking with people, selecting options from the menus and Ring Commands, and activating weapons.
L+R	Press and hold the L or R Button to sniff out and retrieve items with the dog.
START	Used to start the game.
SELECT	To switch control between the hero and his dog, press the SELECT Button.

MORE CONTROLS

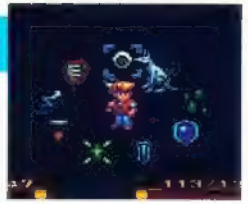
In addition to normal control, some buttons also perform other functions.

B Button

Pressing the B Button when enemies are around will let you fight. While you are in town, pressing the B Button begins a conversation.

Control Pad / B Button

When a Ring Command is on screen, press left or right on the Control Pad to rotate the selections. When the item you want is in the box, pressing the B Button will select it. All Command Rings work the same way.



Y Button

To see the Ring Commands for the hero or his dog (whichever you are controlling), press the Y Button. Press Y again to close the Rings. This can also be used to pause and resume play.

WORLD OF EVERMORE

Our hero and his dog begin their quest together. After the title screen appears, press the START button to begin a new game.

Start a New Game

To start your game at the beginning, select New Game from the Game Select screen with the Control Pad and press the B Button. A new screen will appear where you can enter your chosen name.

Entering Your Name

Enter your name using the Control Pad to move the cursor and the B Button to select a letter. To delete a character, press the Y Button. Press START when you are finished.

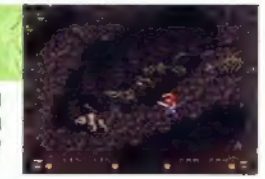
Input Dog's Name

After reaching Fire Eye's Village, you will need to name the dog. This is done the same way as your name.

To Continue a Quest

If you have already begun a quest and saved it, you can return to the point where it was last saved. You can save up to four different quests at a time. Choose the file you want from the Game Select screen and press the B Button.

Use Hero or Dog



When the hero and his dog are together, you can play with either character (press SELECT to switch between them). Sometimes you will have to play alone with the hero or the dog.

PLAY SCREEN

As you make your way through the lands of Evermore you need to stay aware of your status. Listed below is a summary of the stats normally displayed on the screen.

1 Our Hero

The hero's status is shown in the lower left corner of the screen, next to his icon.

2 The Dog

The dog's status is shown in the lower right corner of the screen, next to his icon.

3 Hit Points

Each player can withstand some blows. The number on the left is thelife this character has remaining; the number on the right shows the maximum life the character can hold.

4 Power Meter

After reaching level 2 with your weapon, you can power up a weapon by holding down the B Button. While holding down the button the power meter will grow as you power up for a stronger attack. Running will deplete your Power Meter.

RING COMMANDS

Our hero has more than one Ring Command menu, and his dog has one. Push the Control Pad up or down to move from one Ring to another. To rotate a Ring, push left and right. When the item you want is selected in the box at the top of the Ring, push B to select it.

MERCHANT RINGS

When you converse with shopkeepers, a Ring appears showing what the proprietor has for sale. As you move items into the selection box the number you own of that particular item and its price will appear in the shopkeeper's conversation window. Your money is shown in the middle of the screen.

EDIT RING

The Edit Ring lets you view the status of your characters and edit your controls.

Character Status

Choosing the STAT icon in the Edit Ring will bring up your character's status window. Both the hero and the dog have status windows. Use the R Button to switch between characters.

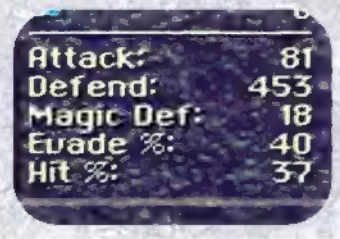
Experience and Levels

This area of the window displays your character's hit points, current level, experience points, and experience points needed to increase to the next level.

Hit Points: remaining /maximum HP.
Level: your character's current level.
Exp: current level of experience points.
Needed: experience points needed to reach the next level.

Abilities

This area of the window displays your character's abilities.
Attack: attack strength.
Defend: defense strength.
Magic Def: defense against magical attacks.
Evade%: potential to evade an attack.
Hit%: potential for connecting when striking an enemy.



Money

This area displays the type and how much of each different currency you have. Each world in Evermore has a different monetary unit, listed below:
Prehistoria/Talons
Antiqua/Jewels
Gothica/Gold
Omnitopia/Credits

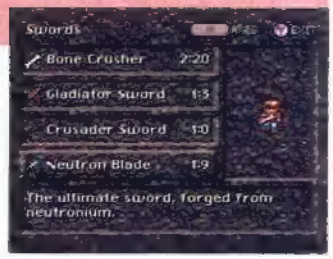
Exchanging Money

Currencies from abroad can be exchanged at any shop for the currency of the land you're exploring.

Weapons/Armor Equipped

This area of the window displays the weapons and armor currently equipped

Level



Choosing the LEVEL icon in the Edit Ring will bring up the hero's Weapon Skill window. Each weapon type has its own menu page. To access the different pages, press the R Button. An icon of each weapon available is shown with its name and level next to it. Each weapon has four different levels of attack power, indicated by the numbers after the name. The first number is your weapon's maximum attack power level (0-3). The second number is your experience with the weapon (0-99).

Press up and down on the Control Pad to select a weapon. Any special abilities of the weapon selected will be shown in the message window at the bottom of the screen. A demonstration of the weapon in action appears in the window on the right.

Action Level

Choosing the ACT (ACTION) icon in the Edit Ring will bring up the Action Menu for the hero and his dog. You can set the aggression level for either character and set the power of their attack.

Aggression Level

Press B to highlight the character you want to adjust (that character will flash), then move the Control Pad left or right to set the aggression level. Aggression levels range from DEFENSIVE or SEARCH (on the lowest levels) to AGGRESSIVE and FIGHT (the highest levels). When the dog is set to SEARCH, he will spend most of his time sniffing out ingredients.

Attack Power

After setting the aggression level you will be able to set the maximum attack power the character you're not controlling (computer controlled) will use. You can set the attack power of the hero or the dog to any level up to their current maximum setting (0-3).

Controller Edit

The Controller Edit option of the Edit Ring is for players who prefer to set their own Button functions.

Changing Buttons

Press up or down on the Control Pad to change button configuration. Press SELECT to change the Sound Mode.

Window Edit

The Window Edit icon allows you to customize the message window background and frames.

Background/Frame Editing

You can see the different message window styles by pushing the Control Pad up, down, left and right. Press START or the Y Button to exit.

Equip

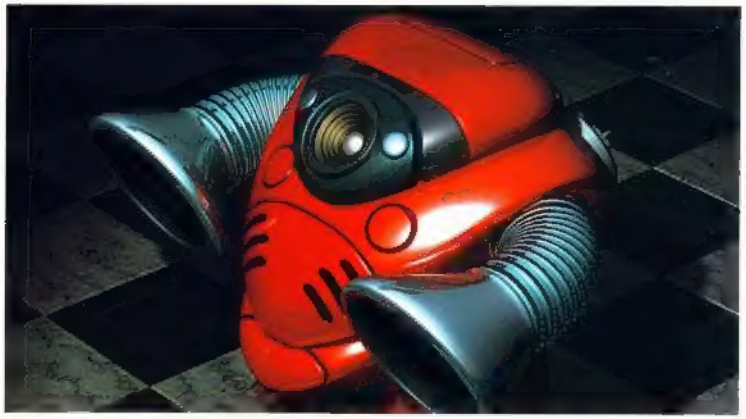
When you need to change armor, select the EQUIP icon from the Edit Ring. Rings showing your armor will appear. Press up and down to switch between the body armor, head gear and arm gear Equip Rings.

Choosing Armor

When using the Equip Ring to select armor, information about the item in the selection box appears at the top of the screen. The number to the left shows the power of the armor you are currently wearing. The number to the right indicates the power of the armor selected in the box.

Sell the Old

Old armor will weigh you down and clutter your Rings. Whenever possible, sell off the old items in weapon stores or to Merchants.



Targeting

When you select the Target (crosshair) icon from the Edit Ring of a computer controlled character, the target arrow appears. Position it at the enemy you want that character to attack and press the B Button. This allows you to select where the computer controlled character will focus their attack.

Name Targeting

You can also use the Target function to find out the name of a particular enemy on the screen. You cannot use Target in towns.

ITEM RING

As you adventure throughout the world of Evermore you will need the assistance of many potent and magical items. Some are hidden in chests, others you will earn when defeating enemies, and still others you purchase.

Item Usage

The Item Ring displays all of the objects currently being carried by the hero (except for alchemy ingredients).
To use an item, place it in the selection box of the Item Ring and press B. If you can use the item at that time, you will immediately do so. Otherwise, a message is displayed telling you different. With some items, the target arrow appears. You must position the arrow on whatever you wish to influence and press B.

Tradeable Goods and Charms

These items are used to help you through your journey. Some help improve your status and some help you gain other goods.

Tradeable Goods

Tradeable goods are items that you can use to barter with in the marketplace. To see your current inventory of tradeable goods choose the pouch icon from the Item Ring and press B. You will be taken to a screen showing the list of tradeable goods currently in your inventory.

Charms

Charms are enchanted items — gather them to enhance your character's attributes. They can't be purchased but they can be traded for or discovered as you explore.

Call Beads

By combining rare elements with just the right amount of heat, the alchemists of Evermore created Call Beads. Throwing these mystical stones to the ground and shattering them releases a burst of energy that can summon the leaders of Evermore to assist you in battle.

To use a Call Bead, place it in the selection box of the Item Ring and press B. If you have the ability to summon any of the leaders, a Ring will appear with their image(s). Place the image of the leader whose spells you wish to use in the selection box and push B. A ring with that leaders spells will appear. Choose one and push B.

NOTE: A complete list of the items appears on pages 36-37.

WEAPON RING

Only the hero can use weapons. Using the proper weapon is essential to success. When you receive a new weapon, it is added to your Weapon Ring. You cannot sell or dispose of weapons.

To check the strength of a weapon, open the Weapon Ring and place it in the selection box. The number to the left indicates the relative strength of your current weapon; the number to the right shows how much stronger or weaker the selected weapon is.

Changing Weapons

Open your Weapon Ring when you want to use a different weapon. The name of the weapon you are currently using will be shown in the message window. Position the weapon you want to use in the selection box at the top of the Ring and press the B Button twice.

NOTE: A list of all the weapons you will use throughout the game appears on pages 32-33.

ALCHEMY RING

Scattered throughout Evermore, you will find many different alchemists. Whenever you encounter an alchemist there is a good chance that you will learn new formulas or receive ingredients.

ALCHEMY

Alchemy is the lost art of creating magical spells from combining ordinary items. Alchemy can be learned from various inhabitants of Evermore. Ingredients for alchemy can be found in many different places. Some may be purchased, but most are found scattered throughout Evermore. Each formula takes two ingredients.

Select the Alchemy (Flask) icon from the Edit Ring to access your selected alchemy formulas and alchemy ingredient inventory. Alchemy formulas can only be added or deleted from your list of available formulas at an alchemist, so choose wisely. It's a good idea to keep a balance of offensive, defensive and curative formulas handy. Use the L and R Buttons to switch between the Alchemy Formulas and the Alchemy Ingredients.

You can only memorize 9 formulas to take with you at any one time and you can only select different formulas by visiting an alchemist. To see the formulas you have memorized choose the Flask from the Edit Ring.

ALCHEMY FORMULAS

The formulas you have memorized are shown on the Alchemy Formulas screen. The name of the formula is shown first, followed by the number of times you can create the concoction. Experience with a particular formula is shown next. Finally, the number of ingredients needed to create the formula are shown.

As you gain experience mixing alchemy, the formulas will become stronger (up to level 9).

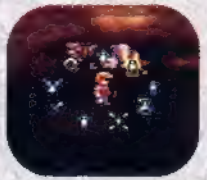
NOTE: A full list of Alchemy formulas can be found on page 20.

FORMULA TYPES

There are two basic types of formulas you can learn.

Light Formulas

Light formulas are used for protection or healing, or as tools to open new paths.



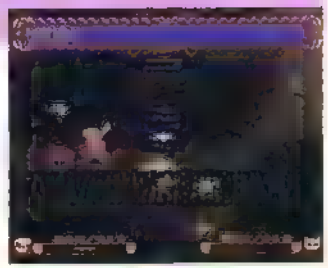
Dark Formulas

Dark formulas are used to attack your enemies.

Changing Formulas

You can only memorize 9 formulas to take with you at any one time, and you can only select different formulas by visiting an alchemist. As you select or remove formulas, your Alchemy Ring will change.

Mixing Formulas



To mix a formula you must first have it memorized and have the proper ingredients. Using the Alchemy Ring, position the cursor of the formula you wish to use in the selection box and press the B Button. The target arrow appears. Press up and down on the Control Pad to move the Arrow from target to target, then press B. You can also target multiple monsters or your entire party by moving the arrow until the word "MULTIPLE" appears then pressing the B Button. The name and the number of times a formula can be mixed is shown in the message window when a formula is placed in the select box. If you do not have enough ingredients to mix a formula the number after the name will be zero. To see what ingredients are necessary, choose the Flask from the Edit Ring. Each formula takes varying amounts of different ingredients.

ALCHEMY FORMULAS

The following are lists of alchemy formulas that can be discovered throughout this game.

Prehistoria

Roots, Water, Mud Pepper, Oil, Clay, Crystal, Ash, Wax

	Spell	Effects	Ingredients
L	Levitate	Lifts heavy objects.	1 Mud Pepper + 1 Water
L	Heal	Hero recovers some HP.	1 Root + 1 Water
L	Cure	Dispels poisonous states.	2 Roots + 1 Oil
L	Defend	Defense power temporarily up.	1 Clay + 1 Ash
L	Speed	Raises agility.	1 Wax + 2 Water
D	Flash	Small fireball, 1/2 power of Fire Eyes' Flare.	1 Wax + 2 Oil
D	Hard Ball	Hard clay.	1 Crystal + 1 Clay
D	Acid Rain	Hits all enemies mildly.	1 Ash + 3 Water

D=Dark L=Light

Antiqua

Roots, Water, Limestone, Ash, Vinegar, Bone, Brimstone, Wax, Ethanol

	Spell	Effects	Ingredients
L	Revealer	Reveals hidden paths over man-made pits.	2 Ash + 1 Wax
L	Miracle Cure	Dispels states and recovers some HP.	2 Roots + 1 Vinegar
L	Revive	Restores life to dog and recovers some HP.	3 Roots + 1 Bone
L	Barrier	Shields hero shortly and recovers some HP.	1 Limestone + 2 Bone
L	Escape	Escape from interior mazes.	1 Wax + 1 Vinegar
D	Atlas	Gives hero super strength for limited time.	Atlas + 1 Ash
D	Sting	Small damage to enemy.	2 Water + 1 Vinegar
D	Crush	A heavy object falls on enemy.	1 Limestone + 1 Wax
D	Drain	Steals some HP from enemy.	1 Ethanol + 2 Roots
D	Fireball	Destruction, 2X power of Fire Eyes' Flare.	1 Brimstone + 2 Ash

Gothica

Water, Ethanol, Acorn, Feather, Brimstone, Iron, Mushrooms, Vinegar

	Spell	Effects	Ingredients
L	Super Heal	Recovers HP to maximum for both heroes.	2 Ethanol + 1 Acorn
L	One Up	Will regenerate hero with maximum HP.	1 Feather + 1 Root
D	Fire Power	Damage on enemy = to hero's current HP.	1 Feather + 1 Brimstone
D	Lightning Storm	Multiple bolts of lightning.	1 Iron + 2 Ash
D	Explosion	Blows up some barriers.	2 Ethanol + 1 Ash
D	Corrosion	Deadly rain more powerful than Acid Rain.	1 Mushroom + 3 Water
L	Regrowth	Current HP increases until hero is hit.	1 Acorn + 2 Water
D	Lance	Sharp projectile.	1 Iron + 1 Acorn
D	Slow Burn	Enemy's HP deteriorates at a steady rate.	1 Iron + 1 Brimstone

Omnitopia

Water, Grease, Dry Ice, Meteorite, Crystal, Iron, Wax, Gunpowder

	Spell	Effects	Ingredients
D	Nitro	Big explosion.	1 Gunpowder + 2 Grease
D	Stop	Stops enemy's attack for a short time.	2 Wax + 1 Crystal
L	Reflect	Reflects magic for a short time.	2 Grease + 1 Iron
L	Call Up	Increases Call Bead max by one.	1 Meteorite + 1 Dry Ice
D	Energize	Hero's next blow will be a big one.	1 Crystal + 1 Iron
L	Force Field	Hero will not be affected by next blow.	1 Grease + 1 Iron

ALCHEMY INGREDIENTS

To see the alchemy ingredients you are carrying press the R Button from the alchemy formula screen. The list includes the number of ingredients, the ingredient icon and its name. Alchemy can be cast upon many different objects in Evermore. This includes the hero, his dog, enemies and some features of the landscape. If you are unsure whether a formula works on a specific object, choose a spell and try to target the object.

FINDING ALCHEMY INGREDIENTS

Finding and collecting ingredients for alchemy is essential. The ingredients necessary to create alchemy are scattered everywhere in Evermore. Some can be found by searching. To search for ingredients press the B Button at the spot where you think they might be.

Search with The Dog

Some items can only be found by using the dog's powerful sniffer. To make him sniff, just push and hold the L or R buttons.

Water	Bone
Root	Limestone
Oil	Atlas (Medallion)
Clay	Mushroom
Ash	Acorn
Wax	Feather
Crystal	Dry Ice
Mudpepper	Meteorite
Vinegar	Iron
Brimstone	Ethanol
Grease	Gunpowder

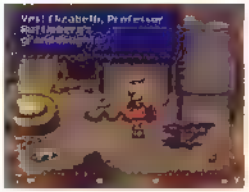
Alchemy Power

To learn as many formulas as possible, it will be essential to find the alchemists. Some can be easily found while others are hidden. You must find and learn all of the Light alchemy tool formulas to progress through the game. Use the Light formulas to protect the hero and his dog. Use the Dark formulas against the evils of Evermore.

Formula Levels

Select the Flask icon on the Edit Ring to see the formulas you have memorized. Listed after each spell are: the number of times you can mix the formula; ingredients, the formula name, the level and experience with that formula, and the ingredients necessary to use it. As you use the formulas and your knowledge of alchemy increases, they will become stronger. When you receive a formula its level will be 0:0. The first number indicates the current level of that formula (Level 9 is the most powerful). The number after the level indicates your experience level using that formula. When this number reaches 99, the level of the formula will increase by one.

MAGIC OF IMAGINATION
The Leaders of Evermore



The leaders of the various lands of Evermore are the ones who first imagined them for Professor Ruffleberg. As the creators of these lands they've imagined, they have magical abilities which draw on the elements of Evermore. You'll need their help to advance in your quest. As you complete tasks for them, you will receive permission to summon their magical powers into battle using Call Beads.

Using the Magic of Imagination

After you've summoned one of the leaders to help you using a Call Bead, their Magic Ring will appear and you will be able to choose one of their specials. To cast a special, press the B Button and target your enemy. If you don't want to use a Call Bead, press Y to return to Item Ring.

Fire Eyes/Elizabeth

Flare — Produces a small fireball.
Heat Wave — A blanket of heat affects all enemies.
Storm — Lightning bolt.
Life Spark — Heal spell

The Historian/Horace Highwater

Time Warp — Enemy takes back last blow.
First Aid — Super heal.
Confound — Confuses target enemy for a short time

Tablet Spells

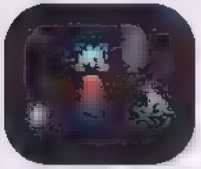
These spells can be found in the Antiqua and will add to Horace's special list when they are collected.

Regenerate — When the player perishes, he will come back to life with minimal HP.
Aura — Makes the hero invincible for a short time.

Camellia Bluegarden/Queen Miranda

Magic Drain —Steals MP from target enemy
Shield—Halves the number of HP being taken from the target player for a short time
Plague —Does biological damage to target
Hypnotize —Freezes target enemy for a period of time proportional to that enemy's remaining HP: more HP equals more time frozen
Shock Wave—A devastating blast.

Professor Ruffleberg



Bullseye — Adds to target hero's attack power
Restore — Brings both heroes to maximum HP
Electra-Bolt — Multiple lightning blasts.
Disrupt — Confounds the enemy

Throughout Evermore you will be confronted by many strange and unusual beasts and mechanical creations. You must fight to grow strong and experienced. Enemies can be found around every corner, but you can avoid them by running.

Attack

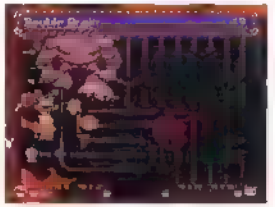
When you are confronting enemies and are ready to battle, press the B Button to attack. Watch your power meter in your status window recharge. If the meter is not fully charged (to 100%) and you try to attack again, you will only trigger a weak attack. Wait until the meter is full to strike at full power.

Power Attack

When you first receive a weapon you will only be able to use a low level attack. As you gain experience using each weapon you will learn new attacks. Each weapon has three different levels of attack (except the bazooka). To land more powerful blows, you must first set the attack level in the ACTION menu of the Edit Ring to the level you want. Once the level is set, press and hold the B Button down. When the power meter in your status window is full, continue holding the B Button. If you've earned stronger attacks another power bar will appear and begin building up to the maximum level of that weapon. Once it reaches full strength release the B Button to trigger the attack. Be warned though that this maneuver takes time and you are open to attack while you are waiting to charge up your meter.

Enemy Bosses

An enemy boss is bigger and more powerful than his henchmen. When you meet a boss, use alchemy, power attacks, and help from the leaders of Evermore to defeat him. If you win, you'll gain important items and information.



Battle with Alchemy

When battling a boss, remember to cast healing alchemy on your party members and use attack alchemy on the enemies. Some bosses are immune to most kinds of alchemy. You must experiment to learn which type of alchemy is the most effective.

Survival

The best way to ensure that you will survive a fight is to go into it prepared. Make sure that you have all the healing and strengthening items you can hold. Also make sure you are wearing the most powerful armor you can afford. When locked in combat, practice different battle techniques until you learn which works best in each situation.

FRIENDS AND SERVICES

Most of the inhabitants of Evermore are safe within their towns. When you enter a town, you should speak with everyone to collect valuable information. You can also purchase items and rest at Inns. Occasionally, you will meet people as you explore. Talk to them as well.

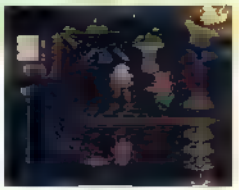
Conversation

Do not hesitate to speak to the same person twice - they often have new information and clues to share with you. Also, try initiating conversations when you're controlling the dog. People usually react differently when approached by an animal.

Stock Up

Before leaving a town, visit a store to buy all the items you may need. Fill your pack and purchase the best armor you can afford. Save your progress at an Inn before departing. Goods can also be purchased from inhabitants scattered throughout Evermore.

Weapon Masters



During your travels you will encounter alchemists, inhabitants of Evermore who are experts at weapon usage. Speak to them whenever you find them and they will teach you new weapon skills.

Inns

When you enter an Inn, the Innkeeper will ask whether you want to stay. If you answer yes you will sleep and your party's hit points will be restored. The innkeeper will also ask if you would like to save your progress. When you answer yes, a list of four save files will appear. Select the one you want by pushing up or down on the Control Pad.

MODES OF TRAVEL

As you wander through Evermore you will travel mostly on foot. Sometimes you will find other ways to get around. You can fly in a futuristic Shuttlecraft, putter around in a homemade Windwalker, or be warped from one location to another.

Taking the Shuttle

After entering Evermore, you will be jettisoned from Omnitopia in an escape pod to the surface of the planet. It's a rough, one-way trip. To return to Metroplex you will have to find another way back.

Power of the Wind

As you journey through Evermore you will meet someone who has mastered the power of the wind. If you can help him, he'll let you use his invention - the Windwalker. It's not the most elegant flying machine, but it will get you where you are going.

Windwalker Controls

To enter the Windwalker, approach it from the rear and press the B Button. You'll be whisked up into the skies of Evermore. To see the World Map, press START while you are flying. Press B to return to normal vision. When you land, be sure to remember your surroundings - you will have to make your way back to the Windwalker to use it again. While flying, press the A Button to fly higher and B to drop down. Press the L or R Button for a top-down view. Use the Control Pad to guide the machine in different directions.

Landing

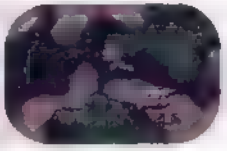
You can only land the Windwalker at certain spots on Evermore. When it's possible to land you will see a glimmer of light from a fire pit on the surface. Aim towards the glimmer and press the B Button to land.

OBSTACLES

Your quest will lead you through many strange and unusual places. Sometimes, you may find your path blocked by objects or strange creatures. You can usually get around most of these obstacles with a little clever thinking. Try using alchemy, items you have with you, or objects you find nearby to break through or go around roadblocks.

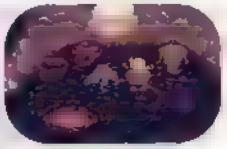
Underbrush

When you find your path blocked by bushes and tall grass, try cutting through with your weapons.



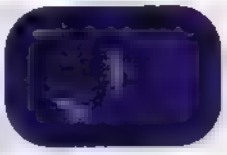
Sacks/Chests/Remains

Sometimes you will find sacks, chests or the remains of monsters. Inside might be valuable items, or maybe traps.



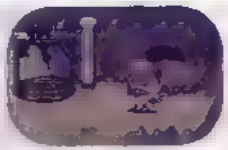
Teleporters

Step onto a teleporter and you will be transported immediately to a nearby location.



Rocks

When rocks or boulders block your path, use alchemy to move or destroy them.



Chasms

Sometimes the only path is over a chasm. It might take a little push or the power of alchemy to create a path.

THE HEROES

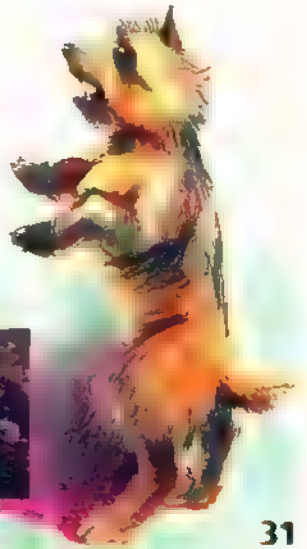
There are two heroes in this adventure, a young boy and his dog.

Hero

Our hero is a boy from a small American town called Podunk. Nothing interesting has happened in Podunk since Professor Ruffleberg disappeared 30 years ago. At the Bijou matinee our hero always dreamed of living those cinematic adventures, and now he's the star of one. He will have to use his intelligence and learn new skills to escape from Evermore.

The Dog

The dog is your everyday, average mutt. He is smarter than he looks and can usually chew his way out of trouble. The dog also has a knack for sniffing out alchemy ingredients.



WEAPONS

Four different weapon types can be found in the lands of Evermore, sword, ax, spear and bazooka. Each weapon type can be upgraded twice (except for the bazooka) depending upon which land you are exploring. Each individual weapon can be used for three different types of powered attacks, depending upon your experience with that weapon.

Choose the most effective weapon for different situations. To see on-screen weapon information, choose LEVEL on the Edit Ring. Use the Control Pad to highlight the weapon you want to check. You will then see a brief description at the bottom of the screen.

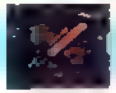
As you adventure through Evermore you will find ways to upgrade your weapons which will make them more powerful.

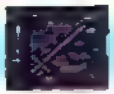
SWORDS

You will begin your adventure with the Bone Crusher. It's too dull to cut foliage but it's better than nothing

Bone Crusher

Gladiator Sword





Crusader Sword

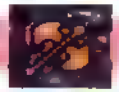
Neutron Blade

AXES

Somewhere in Prehistoria you will earn the Spider's Claw. This powerful ax can easily cut through foliage

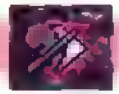
Spider's Claw

Bronze Axe



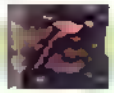
Knight Basher

Atom Smasher



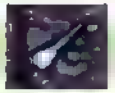
SPEARS

The first spear you will receive is the Horn Spear. You can keep more distance between you and your enemies when you attack with the spear



Horn Spear

Bronze Spear

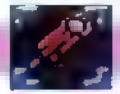


Lance

Laser Lance

BAZOOKAS

This projectile weapon is very effective for attacking from a distance. Various projectiles can be found that will enhance the power of the bazooka.



Thunder Ball

Particle Bomb

Cryo-Blast

ARMOR

Many different types of armor can be found throughout Evermore. It's a good idea to make sure you have the best armor available before exploring uncharted territory. The dog can also wear different collars which will enhance his abilities. The dog can only equip one collar at a time.

BODY ARMOR

ITEM	DEFENSE POWER
Grass Vest	2
Shell Plate	4
Dino Skin	7
Bronze Armor	12
Stone Vest	19
Centurion Cape	28
Silver Mail	40
Gold-Plated Vest	55
Shining Armor	73
Magna Mail	94
Titanium Vest	124
Virtual Vest	169

HEAD GEAR

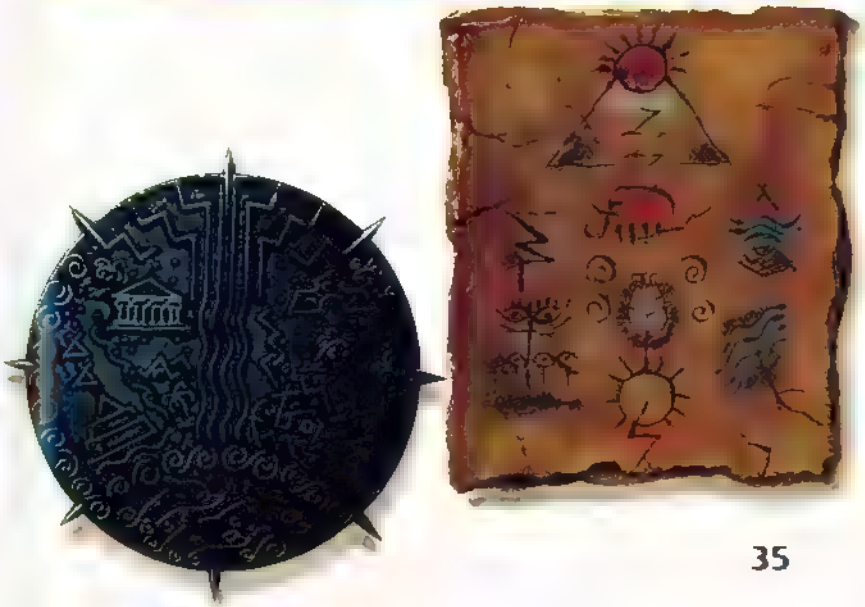
ITEM	DEFENSE POWER
Grass Hat	2
Shell Hat	3
Dino Helm	6
Bronze Helmet	11
Obsidian Helm	18
Centurion Helmet	27
Titan's Crown	39
Dragon Helm	54
Knight's Helm	72
Lightning Helm	93
Old Reliable	117

ARM GEAR

ITEM	DEFENSE POWER
Vine Bracelet	1
Mammoth Guard	2
Claw Guard	5
Serpent Bracer	10
Bronze Gauntlet	17
Gloves of Ra	26
Iron Bracer	37
Magician's Ring	50
Dragon's Claw	65
Cyberglove	82
Protector Ring	101
Virtual Guard	122

COLLAR

ITEM	DEFENSE POWER
Leather Collar	5
Spiky Collar	24
Defender Collar	68
Spot's Collar	115



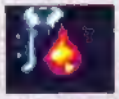
Charms

To purchase items which will help you in your quest, visit shops. Gourds, sacks or the remains of enemies hold items that may be of use to you as well — but remember that they may also hide traps. You can carry six of each item.

Petals

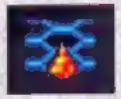
You can purchase petals almost everywhere in Evermore. Eating some petals will partially restore your hit points.

Nectar



You will get more energy than from petals by eating some nectar. Nectar is also more expensive.

Honey



Eating honey will restore your hit points to their maximum.

Dog Biscuit

When the dog is injured, feed him a biscuit and he will recover all of his hit points.

Wings

When you become lost or endangered in a maze, cave or dungeon, use these to return to the beginning of the area.

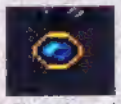
Essence

If you are poisoned by an enemy or an item, take some Essence to recover your health.

Pixie Dust

Enchant the hero or his dog with Pixie Dust and their HP will be automatically replenished if they perish.

Call Beads



When you choose to use a Call Bead, a Ring with the icons of the leaders will appear. Choosing a leader will summon them.

Choose the Pouch icon to see your inventory of Tradeable Goods, Charms, and Rare Items you've collected.

TRADEABLE GOODS

Tradeable goods are items you can use to barter with in the markets and some towns in Evermore. Below is a list of the tradeable goods you can find.

Jar of Spice	**Ceramic Pot**
Bag of Rice	**Tapestry**
Beads	**Golden Jackal**
Bottle of Perfume	**Jeweled Scarab**
Chicken	**Limestone Tablet**
Souvenir Spoon	**Amulet of Annihilation-???**
Magic Gourd	**Ticket for Exhibition**

CHARMS/RARE ITEMS

As you explore you will discover many different charms. Try to collect as many as possible. Most charms will enhance the abilities of your characters. Charms and their capabilities are listed below.

ITEM	DESCRIPTION
Jaguar Ring	Increases running speed.
Chocobo Egg	Increases maximum HP.
Oracle Bone	Some characters offer clues.
Thug's Cloak	Increases evade %.
Silver Sheath	Increases the strength of swords.
Moxa Stick	Increases the power of heal formulas and heal items.
Armor Polish	Increases the protection of body armor.
Insect Incense	Repels mosquitos.
Jade Disk of Emperor Qi	Increases hit %.
Ruby Heart	Decreases enemy hit % when hero's HP are low.
Wizard's Coin	Increases magic defense.
Staff of Life	Increases defend power.
Sun Stone	Increases endurance.
Energy Core	??
Diamond Eyes	??
Guage	??
Wheel	??
Queen's Key	??

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PREHISTORIA
1. FIRE EYES' VILLAGE
2. VIPERS' VOLCANO
3. BUGMUCK
4. BLIMP'S BOG

ANTIQUA
5. CRUSTACIA
6. HALL OF COLOSSIA
7. THE GREAT PYRAMID
8. DESERT OF DOOM
9. NOBILIA

GOTHICA
10. NOR TOWER
11. EBON KEEP
12. MYSTIC WOODS
13. GOMI'S TOWER

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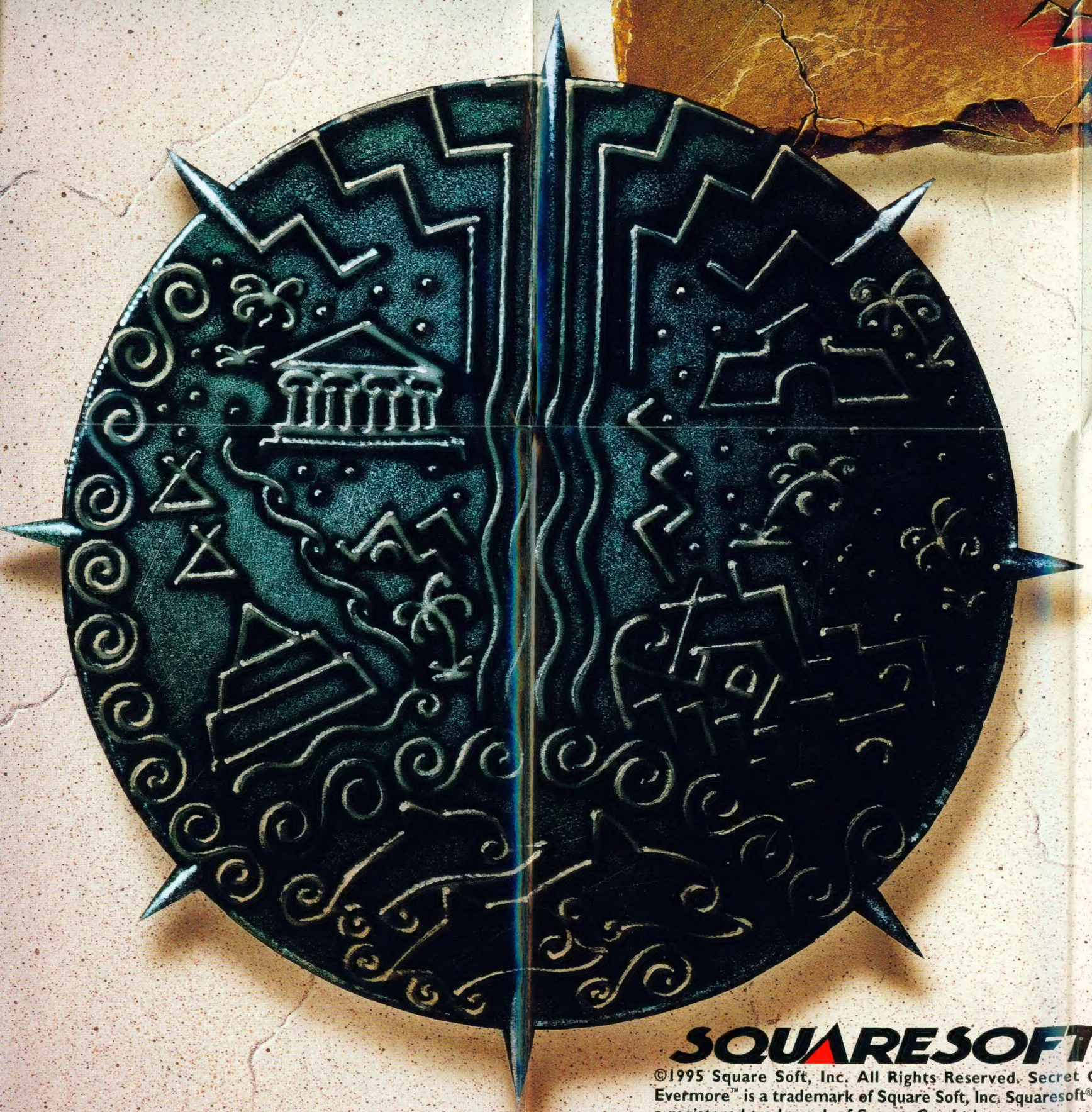

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